



## Jazz Drums - Sticks

Dear Customer,

Thank you for choosing  
Jazz Drums - Sticks!

This manual explains how  
to use our library.  
Additional information is available  
on our website.

Enjoy,

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# SYSTEM REQUIREMENTS

Windows XP, Vista, 7, 8 or 10. Intel or Silicon Mac and Mac OS 10.5 or higher. 4 GB System Ram, 20 GB free on main system drive for installation (8.2 GB when installed).

**Full version of Native Instruments Kontakt 5.8.1** or above is required.

## \_DISCLAIMER: DEMO Mode, Kontakt Player, Native Access

Please note that *Jazz Drums - Sticks* doesn't need a serial code nor can be added with Native Access. Thus, it doesn't run on the free Kontakt Player. For the same reason, FluffyAudio libraries do not appear in the left browser of Kontakt. Only Kontakt Player encoded libraries do appear in the left panel.

If you get a DEMO timeout message after 15 minutes of use, this means that you are running *Jazz Drums - Sticks* in Kontakt Player and not in Kontakt Full Version.

To know more about the differences between NI Kontakt Player and NI Kontakt Full Version checkout our [FAQ](#)

For any issue, suggestion, tips and tricks or to know more about *Jazz Drums - Sticks* **do not hesitate** to contact us at **support (at) fluffyaudio.com**.

# THE MIX PANEL



1. MAIN MIXER  
a. microphones panel  
b. microphones matrix

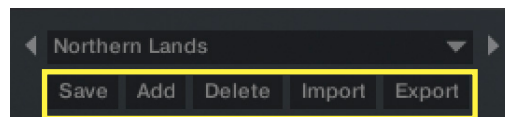
2. To Fx /  
Routing Panel

The **MIX PANEL** of the interface of *Jazz Drums - Sticks* has two different modes: BASIC and ADVANCED.

While in BASIC mode only the mic panel (1.a) at the left is shown, in ADVANCED mode it is possible to edit the mic matrix (1.b) and access the FX / Routing Panel (2).

From now, to explain all the functions of *Jazz Drums - Sticks*, we will assume that you are using ADVANCED mode. To switch from BASIC to ADVANCED mode, click on the little grey vertical label named "ADVANCED".

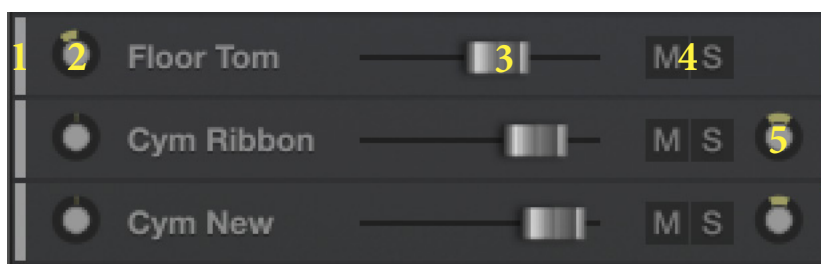
## \_MIX PRESETS



In *Jazz Drums - Sticks* you can either select one of the built-in mix presets from the dropdown menu or create your own and add it to the list. To save, add, delete, import or export a mix preset, click on the relative button.

- **Save:** Save the current mixing preset settings to the selected preset in the menu;
- **Add:** Add a new mixing preset, based on the current selected mixing preset;
- **Delete:** Remove the currently selected mixed preset;
- **Import:** Import a new mixing preset from an external .nka file;
- **Export:** Save AND export the current mixing preset to an external .nka file.

## \_MICROPHONES LIST

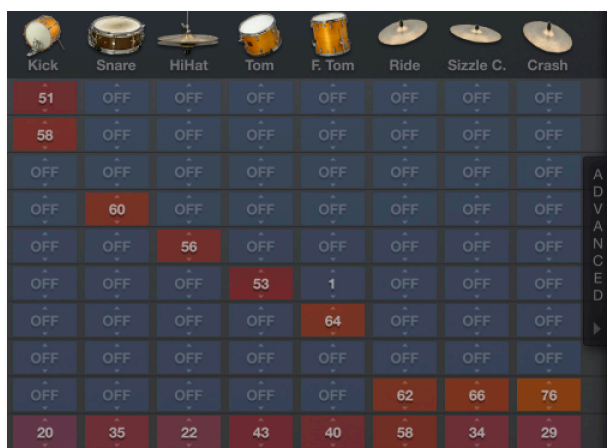


This panel is a **list of the microphone channels** featured in *Jazz Drums - Sticks*.

To **enable** or **disable** a specific microphone position, click on the vertical light grey rectangle (1); to change the **mic pan** turn the relative knob (2); drag the fader to **change the volume** of each channel (3); to **mute** - and unmute - or **to solo** - and unsolo - each microphone, click on "M" and "S" (4).

Please notice that "Cym Ribbon", "Cym New" and "Ambient" are **stereo microphones** that have an additional rotary knob (5) to change the **stereo width**.

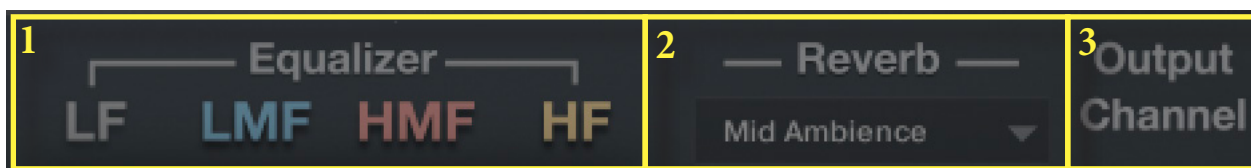
## \_MATRIX MIXER



For each element of the drum - columns - set the relative volume of the different channels - rows - by raising up or lowering the volume in the relative cell. *Jazz Drums - Sticks* was sampled with all the microphone open, so you can precisely set the microphone bleed for each element of the drum.

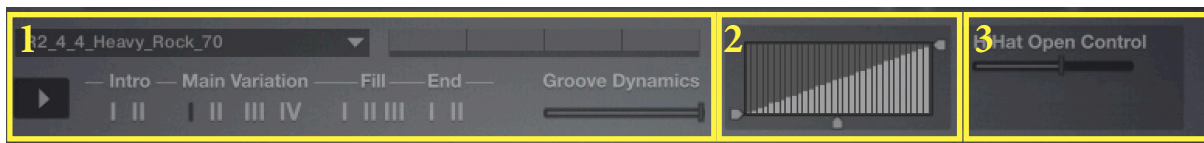
To quickly set to 0 the volume of a specific channel/drum, press **CRTL (Windows)** or **COMMAND (Mac)**. By doing so, the samples are automatically purged/loaded from RAM to save precious resources.

## \_FX/ROUTING



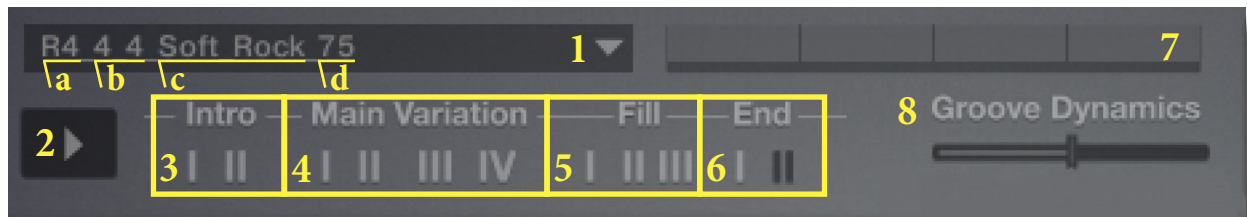
In this panel you can set the equalization for each microphone channel, the amount of reverb send, the loaded IR Convolution and you can route each channel to a different Kontakt output for additional control in your DAW.

## THE TOP PANEL



The Top Panel consists in the **Drum Player** (1) and, at its right, the **Velocity Curve** (2) and a panel with one fader named **HiHat Open Control** (3).

## \_THE DRUM PLAYER



*Jazz Drums - Sticks* comes with an integrated player with 55 custom grooves.

The DRUM PLAYER was inspired by the immediacy of hardware arranger keyboards and it provides a nice way to arrange a song easily.

Each rhythm has **2 one-bar Intro**, **4 Main Variations**, **3 one-bar Fills** and **2 Endings (End I-II)**.

Select a rhythm from the **dropdown menu** (1). Here, the first part of the name (a) stands for the **Rhythm' Number** (e.g. "First Rhythm", "Second Rhythm", etc.). The second part of the name (b) is the **Time Signature** in which the selected rhythm will be played (e.g. 4\_4 stands for four fourths, 12\_8 for twelve eights, and so on). Then, after the **name of the rhythm** (c), you can find the **suggested bpm** at which that rhythm was intended to play (d).

When you press **Play** (2), the rhythm will begin to play with a brief one-bar Intro (3) and then will move to the first **Main Variation** (4). To switch from one Main Variation to another, click on the I-II-III or IV buttons (you can also switch using their assigned keyswitches). To add a little bit of a change or rather "a fill" in the Main Variation pattern, click on one of the 3 different **one-bar Fills** (5), after which the last played Main Variation will be retriggered.

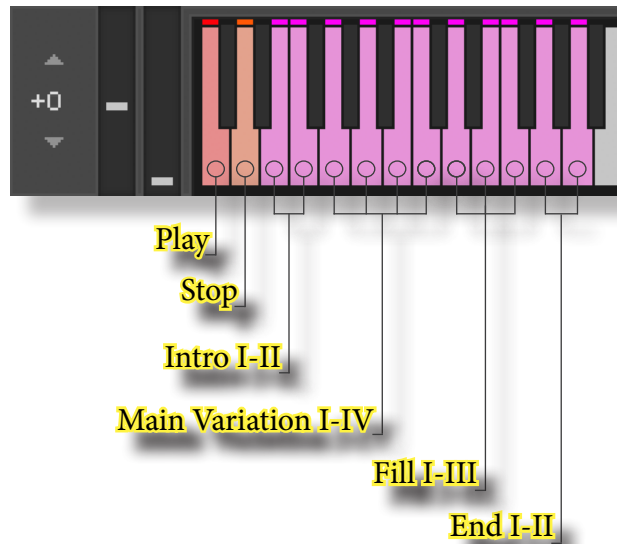
Two more **one-bar Endings** (6) will end the rhythm loop in a musical way.

- **Intro:** 1-bar. **After played, it goes to the last Main Variation selected before it.** If no Main Variation was chosen before, after the Intro the player goes to the first Main Variation of the rhythm;
- **Main Variation:** 8-bar loops. Main Variation keeps looping the same 8 bars, unless Intro, Fill or End are selected;
- **Fill:** 1-bar fill in variation. After being played, the player moves to the last Main Variation played, unless a different section is selected;
- **End:** 1-bar ending. After being played, the rhythm automatically stops.

And, moreover:

- **Groove Dynamics** (8) controls the **overall dynamic intensity of the groove**. You can automate this control with a MIDI CC, by right clicking on it.

The **Rhythm Display** (7) shows the meter and the position in the current groove that the DRUM PLAYER is performing.



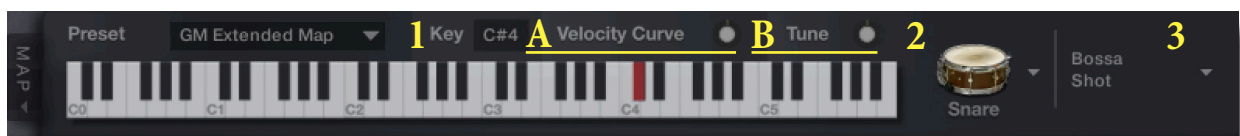
## \_VELOCITY CURVE

Here you can customize the velocity response of the whole instrument.

## \_HI-HAT OPEN CONTROL

This control refers to the “**Open Control**” articulation - so, how much the Hi-Hat is opened.

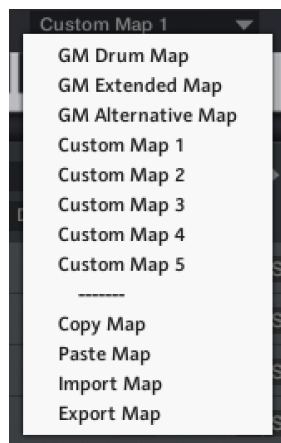
## \_MAPPING PANEL



This panel allows to customize the mapping of *Jazz Drums – Sticks*.

Click on the right side of the TOP PANEL to bring out the **MAPPING PANEL**

By selecting a key in the keyboard panel you can assign it to a drum element (2) and a specific articulation (3) using the dropdown menus. Additionally you can customize the velocity curve (A) and the tuning (B) for that specific key.



You can load a custom mapping preset from the dropdown menu or save / import them from an external file. This allows *Jazz Drums – Sticks* to behave properly on different MIDI Files that follow the General MIDI layout specification and also to work properly when importing the included MIDI files in your DAW. Click on the dropdown Preset Menu to operate with it. Here you can Copy, Paste, Import and Export your favorite mappings.

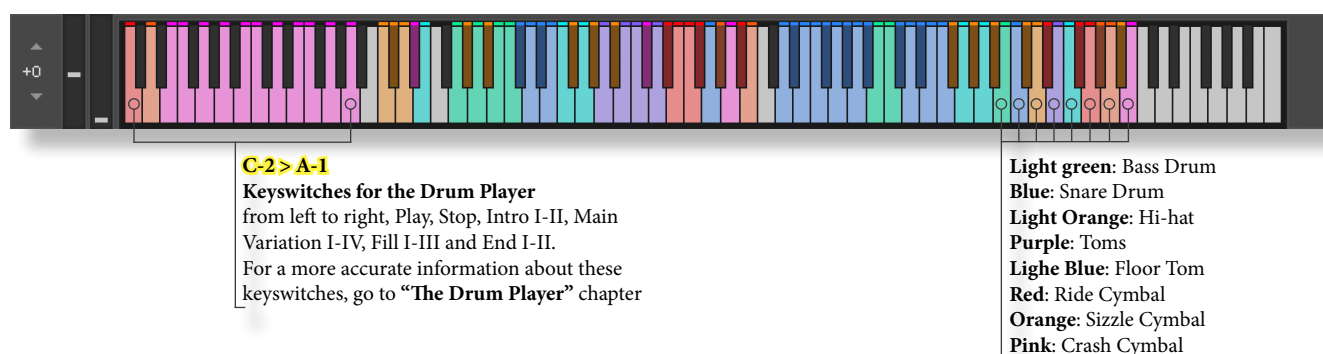
- **Copy:** copy the current mapping to the clipboard;
- **Paste:** paste the mapping in the clipboard to the current one;
- **Import:** import a new mapping preset from an external .nka file;
- **Export:** export the current mapping preset to an external .nka file.

It is very important to notice that **all these operations can be saved - and recalled - only if the Kontakt patch in which they are made - or the project of the DAW in which they are made - is saved.**

## SPECIAL ARTICULATIONS

It should be noted that the HiHat “**Open Control**” articulations are **special articulations**. Here, the opening of the HiHat can be set by moving the relative faders - TOP PANEL, HIHAT OPEN CONTROL and even be controlled by assigning them to a MIDI Controller, by right clicking on them and assigning them to a MIDI CC.

## THE KEYBOARD



The keyboard layout is customized to make it easier to recognize the different drum kit elements set in the MIDI mapping:

- **Light Green:** Bass Drum
- **Blue:** Snare Drum
- **Light Orange:** Hi-hat
- **Purple:** Toms
- **Light Blue:** Floor Tom
- **Red:** Ride Cymbal
- **Orange:** Sizzle Cymbal
- **Pink:** Crash Cymbal

The instrument automatically adjusts the color of each key layout according to the MIDI mapping selected. Please notice that the notes from C-2 to A-1 are reserved to keyswitches for the Drum Player.



# HOW TO and TIPS N' TRICKS

## \_USING THE INCLUDED MIDI FILES IN YOUR DAW

All the MIDI rhythms i.e. the grooves featured in the Drum Player are located in the folder named "**MIDI files**" inside your main "*Jazz Drums - Sticks*" folder.

The Drum Player actually **recalls these MIDI files**, which structures, time signature and tempo **match with the format requested by the Drum Player**. As shown before, the structure of a groove features two 1-bar Intro (Intro I-II), four 8-bars Main Variations (Main Variation I-IV) and three 1-bar Fills (Fill I-III) where, the first two Fills, count either as Endings (End I-II).

## \_HOW TO OPEN A GROOVE IN YOUR DAW

1. Open your DAW (Cubase, Pro Tools, Logic, Reaper...);
2. In your DAW, **create a MIDI track**;
3. Go to your "*Jazz Drums - Sticks*" folder and **open the folder named "MIDI Files"**. This folder contains all the custom grooves of *Jazz Drums - Sticks*;
4. Drag and drop the choosen groove **in the MIDI track** inside your DAW;
5. In the MIDI track of your DAW, **open NI Kontakt as a Plugin. Then open "Jazz Drums - Sticks" in this Kontakt instance**;
6. In "*Jazz Drums - Sticks*" **open the Mapping Panel**;
7. In the Mapping Panel, unfold the dropdown menu and click on "**Import Preset**";
8. In the searching window, go to your "*Jazz Drums - Sticks*" folder and **open the folder named "Data"**;
9. Find and select the .nka file **which name matches with the choosen groove**.

Now you can properly edit and modify the Groove as it would be played from *Jazz Drums - Sticks* Drum Player.

# ARTICULATIONS

## \_KICK

*Tight Sforzando*  
*Loose Normal*  
*Loose Sforzando*  
*Tight Normal Feathering*  
*Tight Sforzando Feathering*  
*Loose Normal Feathering*  
*Loose Sforzando Feathering*

## \_SNARE

*Rimshot Handstopped*  
*Flam*  
*Stroke Right Hand*  
*Stroke Left Hand*  
*Bossa Shot*  
*Bossa Shot ALT*  
*Rimshot Right Hand*  
*Rimshot Left Hand*  
*Ghost*  
*Rimshot ALT1*  
*Rimshot ALT2*  
*Shell*  
*Rimshot Strong*  
*Rimshot Shotgun*  
*Press SingleHand*  
*Press DoubleHand*  
*Sticks*  
*Double-stroke Roll*  
*Crescendo Press Roll*  
*Press Roll*  
*Diminuendo Press Roll*  
*Snare Off Ghost*  
*Snare Off Stick on Stick*  
*Snare Off Rim*  
*Snare Off Stroke*  
*Snare Off Handstopped*  
*Snare Off Shotgun*  
*Snare Off Bossa Shot*  
*Snare Off Bossa Shot ALT*  
*Snare Off Stick on Stick*

## \_TOM

*Stroke Right Hand*  
*Stroke Left Hand*  
*Rimshot Right Hand*  
*Rimshot Left Hand*  
*Pitch Bend*  
*Rimshot Shotgun*  
*Handstopped*

## \_FLOOR TOM

*Stroke Right Hand*  
*Stroke Left Hand*  
*Shell*  
*Pitch Bend*  
*Rimshot Shotgun*  
*Handstopped*

## \_HI-HAT

*Hits Open Control Edge*  
*Hits Open Control Center*  
*Pedal Open Control Closing/Release*  
*Pedal Open Control Closing*  
*Hits Close Edge*  
*Hits Close Bell*  
*Hits Close Center*  
*Hits Open Edge*  
*Hits Open Bell*  
*Hits Open Center*  
*Hits Half Open Edge*  
*Hits Half Open Bell*  
*Hits Almost Close Edge*  
*Hits Almost Close Bell*  
*Hits Almost Close Center*  
*Buddy Stick*  
*Pedal Half Open Close*  
*Pedal Half Open Stroke*  
*Pedal Half Open Loud Stroke*  
*Pedal Open Stroke Release*  
*Pedal Almost Close Closing*  
*Pedal Open Loud Stroke*  
*Pedal Open Loud Stroke*  
*Pedal Almost Close Closing Release*  
*Pedal Almost Close Close*  
*Pedal Almost Close Stroke*  
*Pedal Almost Close Loud Stroke*  
*Effects Swipe*  
*Effects Stand*  
*Effects Crash*  
*Effects After Hit*

## \_RIDE CYMBAL

*Hits Border*  
*Hits Bell*  
*Effects Triangle*  
*Effects Scratch*  
*Hits Handstopped*  
*Hits Crash*  
*Hits Bell ALT*

## \_SIZZLE CYMBAL

*Hits Border*  
*Hits Bell*  
*Effects Triangle*  
*Hits Soft*  
*Hits Crash*

## \_CRASH CYMBAL

*Hits Border*  
*Hits Triangle*  
*Hits Crash*  
*Effects Scratching*

## ABOUT JAZZ DRUMS - STICKS

The jazz drum set consists of a Soprano Promapple, bass drum 18", a 12" tom, and a 14" floor tom.

The snare drum is a NFM Gral 007, 14x5.5".

The cymbals are: hi-hat 15" Zildjian A, ride 20" Pasha Vintage, sizzle 20" with 6 rivets "Head Custom Cymbals", crash 18" Zildjian A.

All cymbals were customized by cymbalsmith Thomas Testa.

## CREDITS

Many thanks to our incredible drummer and friend **Daniele Patton**.

*Jazz Drums - Sticks* was recorded by **Stefano Castagna** and FluffyAudio at **Ritmo&Blu Studio**, Pozzolengo, Italy.

Many thanks goes to **Nicola Ziliani** and Stefano Castagna for Beta Testing and for creating amazing mixing presets.

As FluffyAudio Team, we would like to thank all our customers for believing in us and making *Jazz Drums - Sticks* possible.

Many thanks goes to our collaborators, beta-tester and to all the fellow composer which support us.

Last but not least, thank you, reader, for creating awesome inspiring music with our libraries!

All the best,

*Paolo, Olmo e Nicola*

